

# USER'S MANUAL

**DCS**  
DIGITAL  
CARD  
SYSTEM

T.M.

**BONANZA**  
*Blackjack*

T.M.

**Digi Deal**  
CORPORATION

Covered by one or more U.S. PATENTS Nos. 6,158,741, 6,165,069, 6,270,404, 6,481,718.

Other U.S. and foreign patents pending.

South African Patent #2001/2425.

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## Safety Instructions

1. Read these instructions prior to operation.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a damp cloth.
7. Do not block any of the ventilation openings. Only install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the grounding-type plug, which has two blades with one wider than the other, and a grounding-type prong. The third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles and the point where exiting the apparatus.
11. A surge suppressor may be needed to clean up the power for the DCS system. Failure to provide reasonably clean power to the system will void any warranty from the factory.
12. Only use attachment or accessories specified by the manufacturer.
13. Use only with table specified by manufacturer or sold with apparatus.
14. Unplug this apparatus during lightning storms or when unused for long periods of time.
15. Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as: damage to cord or plug, spilled liquid or fallen objects into apparatus, exposure to rain or moisture, does not operate normally or has been dropped.



**Read all instructions  
prior to operation.**



**To reduce risk of electric shock do not perform any servicing other than that contained in the operating instructions unless qualified to do so.**

## ATTENTION!

The electronic boards in this product contain electrostatic devices that are susceptible to electrostatic charges, which may effect the performance of the product if not handled correctly. When servicing the product, where the electronic boards are removed from the various assemblies for repair or upgrades, ensure

the service personnel use ESD compliant wrist or heel straps, which are adequately grounded.

Failure to comply with standard ESD procedures, which causes damage to the electronic assemblies, may void the product warranty.

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## Introduction

Advanced digital technology and state-of-the-art electronics have come together to create innovative table games. These casino games are played traditionally, but utilize digital cards delivered by the DCS™ Digital Card Delivery System.

### HOW TO USE THIS MANUAL

See the Service Manual to set up the DCS system for first-time use. This User's Manual contains the following information:

**Section 1 covers the basic operational features.**

**Section 2 explains the use of Game Options and provides instructions on how to edit simple operational features.**

**Section 3 describes rules of the system and how to access major features.**

**Section 4 displays the Bonanza Payout table.**

**Section 5 provides detailed rule definitions.**

**Section 6 details how to edit rules of play.**

**Section 7 details instructions in the event of a power recovery.**

**Appendix A lists status and error messages.**

**A selection of quick reference guides are available at the end of this book.**



### WARNINGS, NOTES AND TIPS

Warnings describe procedures that are to be followed for your system to operate properly.

Notes contain important information about procedures.

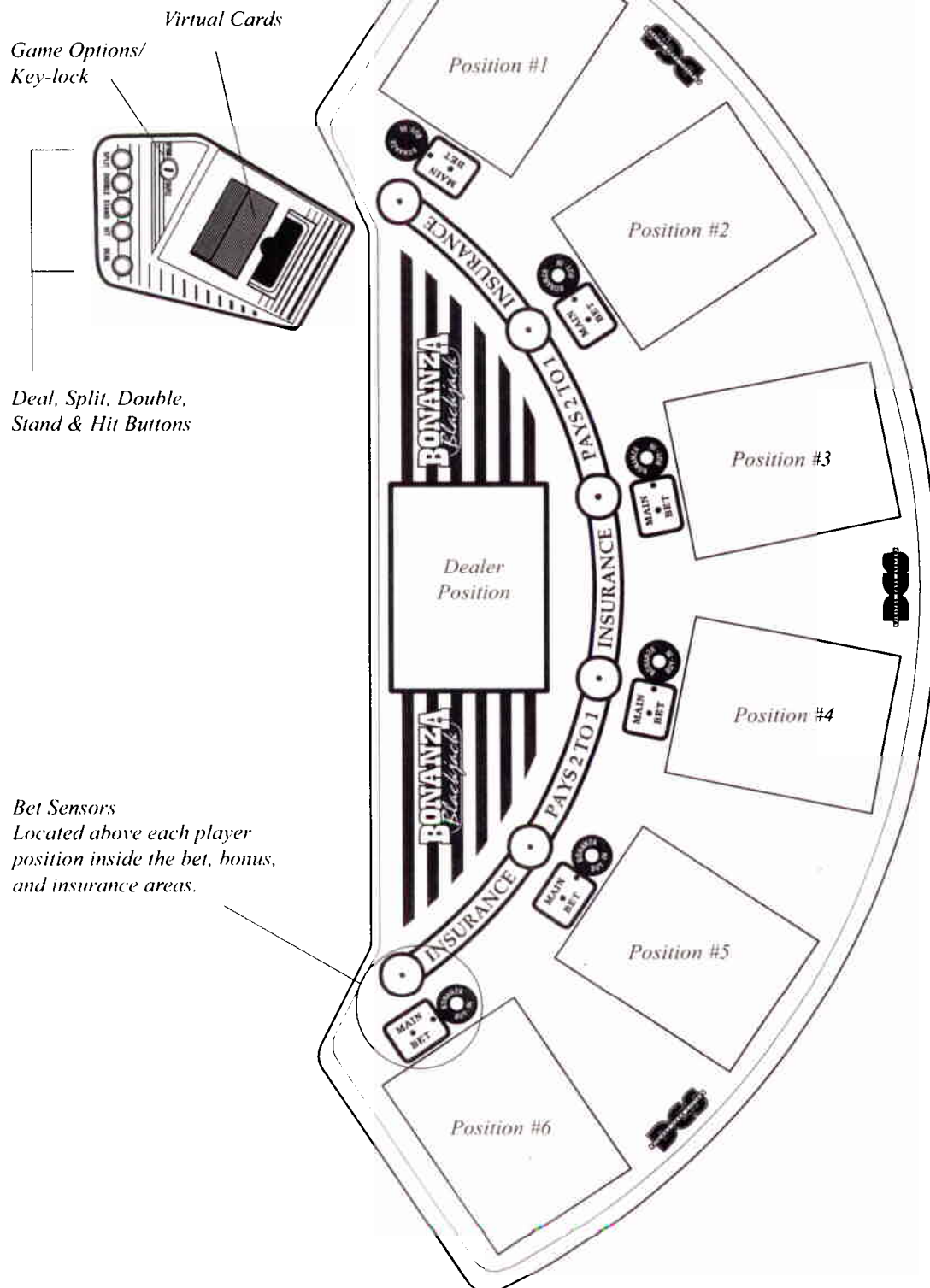
Tips contain helpful hints for ease of operation.

### OBJECT OF THE GAME

Players bet to beat the dealer, with the hand closest to 21 winning. For a side bet, players may choose to join the Bonanza Jackpot Bonus round, which pays if the player's first two cards total 20.

*T*

## Tabletop Diagram



# 1



**Warning:**  
Both doors must be closed to operate the game.



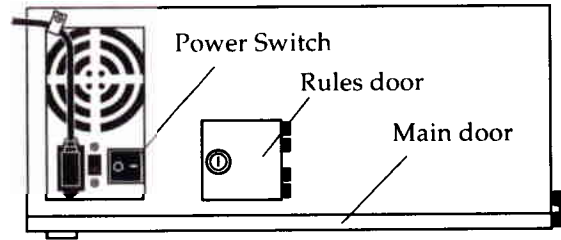
**Note:**  
To resume play after a power disruption, please see *Recovery from Power Failure*, Section 6, page 19.

## Basic Operation

### Powering up the Game

All power is controlled by the power switch located to the right of the power cord and voltage selector switch.

- 1) Press the power switch to the ON ( - ) position.
- 2) Notice several messages displayed on the status line at the bottom of the dealer display (see Appendix, page 20).
- 3) Review for any power-up exceptions appearing on the status line of the dealer display.
- 4) Confirm the Main door and the Rules door are closed.



### Power Reset Indication

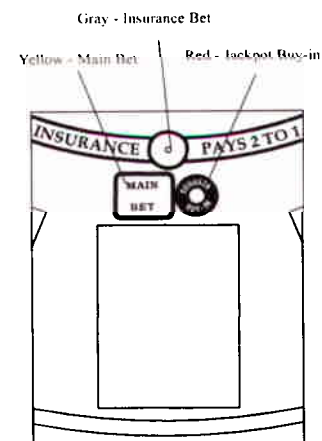
Whenever power is interrupted, the text message "Power Reset" will be displayed on the status line of the dealer screen.

- The message remains visible through a complete round when power is interrupted between rounds.
- The message remains visible through the remainder of an interrupted round AND through a complete round if power is interrupted during a round.

### Placing Blackjack Bets

Two types of bets can be placed on the Bonanza Blackjack unit:

- Main bets are placed in the yellow square.
- Insurance bets are placed in the gray circle.
- Double and Split bets are placed at the casino's discretion.



### Bonanza Jackpot Buy-in

For a side bet, players can choose to participate in the Bonanza Jackpot Bonus round.

- Jackpot bets are placed in the red circle.
- Dealer locks in the Jackpot bet by pressing DEAL.
- Buy-in is verified by a Bonanza icon located in the upper left corner of the player's display.
- Dealer sets aside all bets and the first two cards are dealt to all active players and the dealer.



## Bonanza Jackpot Winners

Jackpot winners are paid if the participating player's first two cards total 20.

- Different card configurations determine the winning Jackpot amount.
- Colorful graphics and music announce each Jackpot winner.
- Winners are paid prior to playing the Blackjack round.
- Any player qualifying for the highest-paying Jackpot will be paid at the end of the Blackjack round. The highest-paying Jackpot is when the first two cards of the player and dealer are the same suit and rank.



## Shuffling

An automatic shuffle will occur upon start up and at the end of the round when the cut card appears, which reads "Shuffle Pending", as well as after every round if the "Shuffle After Every Round" option is selected by the casino (see Definitions of Rules, Section 4.) A shuffle will also occur after any access door is opened and closed.

## Cut Procedure

The shoe displays card edges with a red cut card line slowly moving through the shuffled deck(s), from the top to the bottom.

- 1) Request a player to say "Cut".
- 2) Press DEAL to cut the cards.
- 3) The cut is displayed by the two halves switching places. The second cut card appears as a red line at the pre-set penetration mark. Any burn cards are now automatically burned and the game is ready to play.

## Forcing a Shuffle

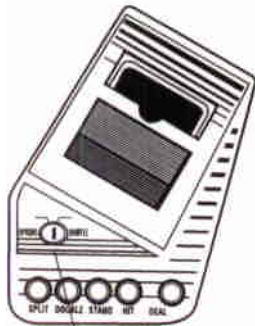
Reshuffle within a round of play or between rounds.

- 1) Insert key in the key lock and toggle right to SHUFFLE.
- 2) Press STAND to shuffle.
- 3) Press DEAL to end the shuffle sequence.
- 4) Press DEAL to resume play.

## Insurance Sequence

Initiates when the dealer's up card is an ACE.

- 1) "Insurance?" will appear on each player's display.
- 2) Insurance bets are placed within the Insurance bet circle.
- 3) Press the DEAL button to peek.
- 4) Outcome:
  - Dealer Blackjack will end the round and the corresponding outcome borders will be displayed (see Hand Outcome Borders, page 9). The message "Insurance Pays" is displayed at each player display that placed an insurance bet.
  - "No Blackjack" will appear on the dealer display momentarily. The dealer must remove all insurance bets for play to resume.



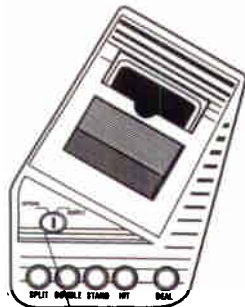
*Note:*  
Game play will not resume until after all insurance bets are removed from the insurance bet circles.



*Note:*  
The dealer must press  
DEAL to lock in the  
buy-in bet for the  
Jackpot round.



*You can split up to four  
times. See Rules Editor,  
Section 5, page 18.*



Toggle left for  
Game Options



## Deal Prompt

A yellow prompt will appear in the lower left corner of the dealer display any time the dealer is required to press DEAL.



## Active Player Prompt

A green prompt will appear in the upper right corner of the active player's display.

- After first two cards are dealt and Jackpot winners have been paid.
- After any insurance situation is resolved.
- Prompt will move from player to player as the round progresses, skipping any player with Blackjack.



## Bonanza Buy-in Icon

A red and green icon will appear in the upper left corner of the participating player's display after the buy-in bet is placed. This icon will remain on the active player's display during the Jackpot portion of the game.

## Dealer Buttons

The dealer controls the entire game with five buttons:

- DEAL to deliver the first two cards to the active players and dealer, and is also a key button for other game functions.
- HIT to deliver one additional card and a new hand total.
- STAND to advance to the next player.
- DOUBLE to deliver one card and advance to the next player.
- SPLIT to separate each card into it's own hand and deliver one card to the first hand.



## Backing Up

A misdeal can be reversed by using the back-up feature.

- 1) Insert key in the key lock and toggle left to OPTIONS.
- 2) Observe "Game Options - Main Menu" on dealer's display.
- 3) Press SPLIT to backup.
  - Any decision, except surrender, may be reversed.
  - Backup will reverse one decision only per hand.
  - Backup will skip over any player with Blackjack or a card total of 21.







*Note:  
Player Surrender  
is irreversible.*

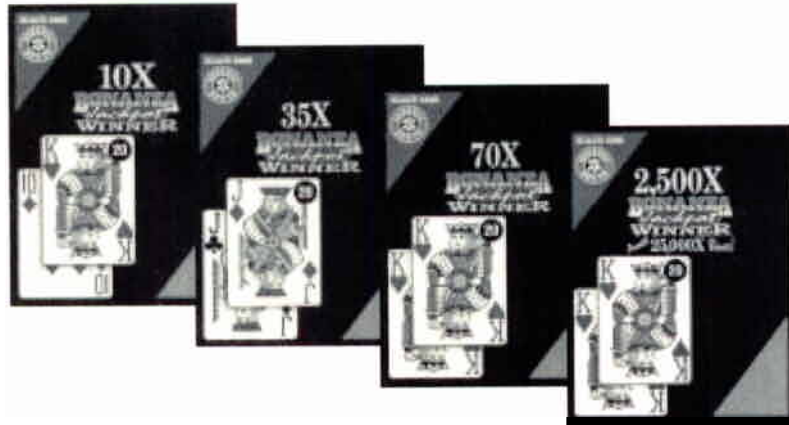
## Player Surrender

To surrender a player:

- 1) Remove the player's bet from the Main Bet area.
- 2) Press DEAL to complete the surrender.
- 3) Player's cards remain displayed and a white dotted border with "SURRENDERED" appear.
- 4) The Active Player prompt automatically advances to the next player.

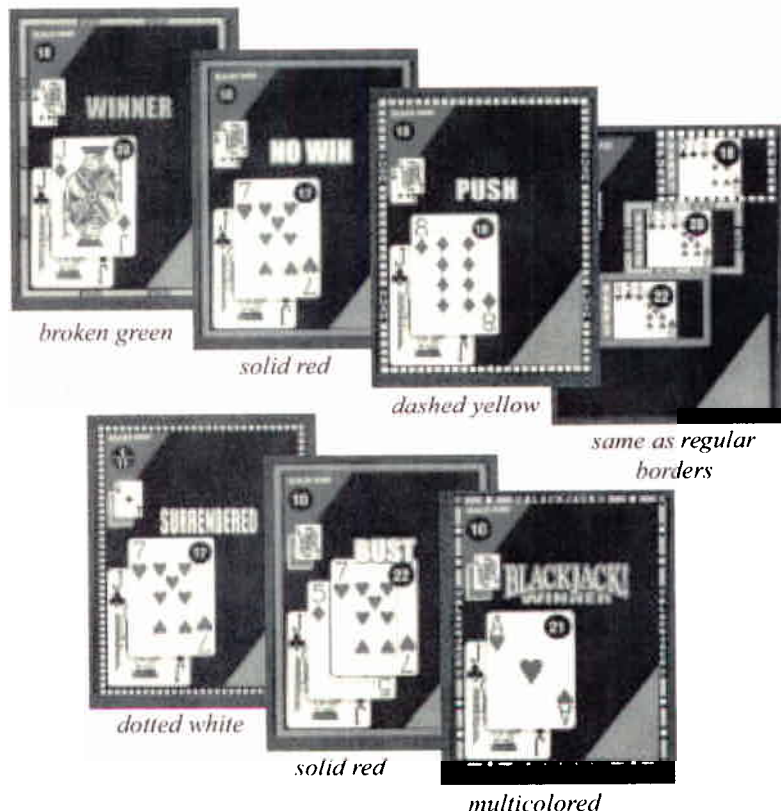
## Bonanza Jackpot Winners Outcome (Sample Screens)

At the end of the Jackpot round, colorful Jackpot graphics will appear displaying winning hands.



## Hand Outcome Borders

At the end of the Blackjack round, when the outcome is determined, a border will appear on each active player display.



# 2



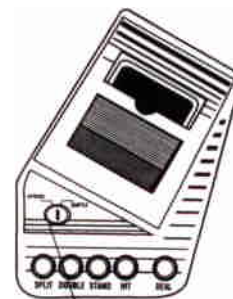
Note:  
"Backup" is only  
available during  
a round of play.

## Game Options

### ACCESSING GAME OPTIONS

"Game Options" may be accessed between rounds to edit game settings or display game information.

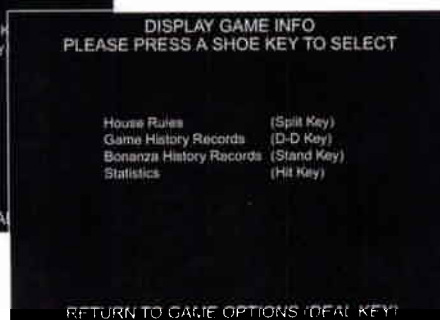
- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Observe "Game Options - Main Menu" on the dealer's display.



Toggle left for



- 3) Choose from the following submenus:
  - DOUBLE "Game Settings"
  - STAND "Display Game Info"
- 4) Press DEAL to exit menu.



## GAME SETTINGS

### Game Speed Settings

Four speeds are available: 1 (slowest) through 4 (fastest) speed.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press DOUBLE for "Game Settings".
- 3) Press STAND for "Game Speed Settings".
- 4) Press the corresponding shoe button to select a speed.
- 5) Press DEAL to exit menu.

## Dealer Play-out Mode

Determines how the dealer's hand is played out.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press DOUBLE for "Game Settings".
- 3) Press HIT for "Dealer Play-out Mode".
  - 1 Deal cards automatically.
  - 2 Deal cards manually. This selection requires the dealer to press HIT to deliver cards.
- 4) Press DEAL to exit menu.

## DISPLAY GAME INFO.

### House Rules

Current setting of rules.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press STAND for "Display Game Info".
- 3) Press SPLIT for "House Rules".
- 4) Press HIT to view the second page.
- 5) Press STAND to return to the first page.
- 6) Press DEAL to exit menu.



*Note:*

*The house rules cannot be altered or affected in any manner from this screen.*

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Spills Allowed	3	3
Face Card Pairs	All Face = 10	All Face = 10
Do-Down Spills	No	No
Split 10 Pairs	No	No
Split Ace Pairs	One Card After Split	One Card After Split
Number of Decks	6	6
Shuffle Mode	Shuffle Every Round	Shuffle Every Round
Dealer Soft 17	Stand	Stand
Double Down	Any 2 Card Hand	Any 2 Card Hand
Penetration Mark	75%	75%
Hole Card	Second	Second
Based On: VEGAS STRIP RULES Version: 052		

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Surrender	Yes	Yes
Cards to Burn	0	0
Double-Down Face Up?	No	Yes
Based On: VEGAS STRIP RULES Version: 052		

Previous page: STAND  
Page: 2 of 2



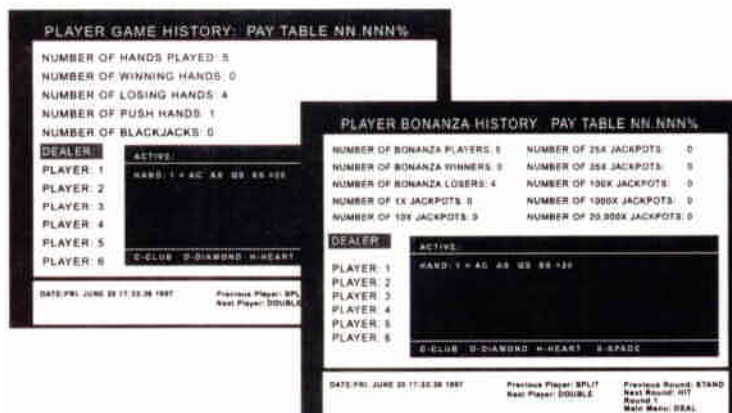
Note:

The last round played appears on the game history menu when first displayed, and is designated as Round 1.

## Game History and Bonanza History Records

The last ten rounds of game history are stored in game memory.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press STAND for "Display Game Info".
- 3) Press DOUBLE for "Game History Records".
- 4) Press STAND for "Bonanza History Records".
- 5) Follow instructions at bottom of the screen to scroll through hands and rounds.
- 6) Press DEAL to exit menu.



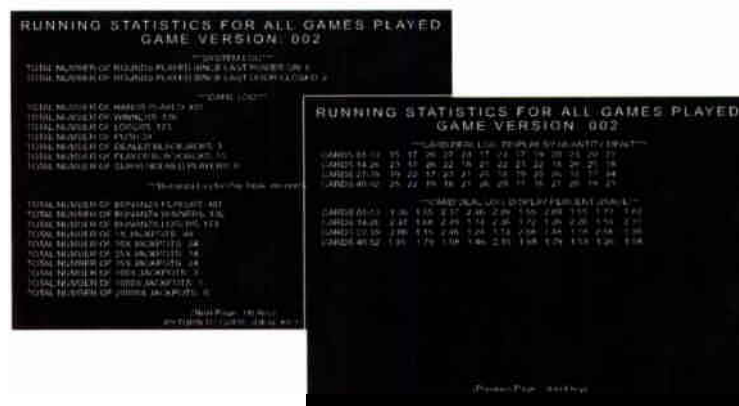
Note:

Game memory can only be cleared by a service technician.

## Statistics

Statistical data of previously played hands is maintained continuously until game memory is cleared.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press STAND for "Display Game Info".
- 3) Press HIT to display "Statistics".
- 4) Press HIT to view next page.
- 5) Press STAND to return to previous page.
- 6) Press DEAL to exit menu.



Note:

Statistics in the main Meter cannot be erased unless game memory is cleared.

# 3



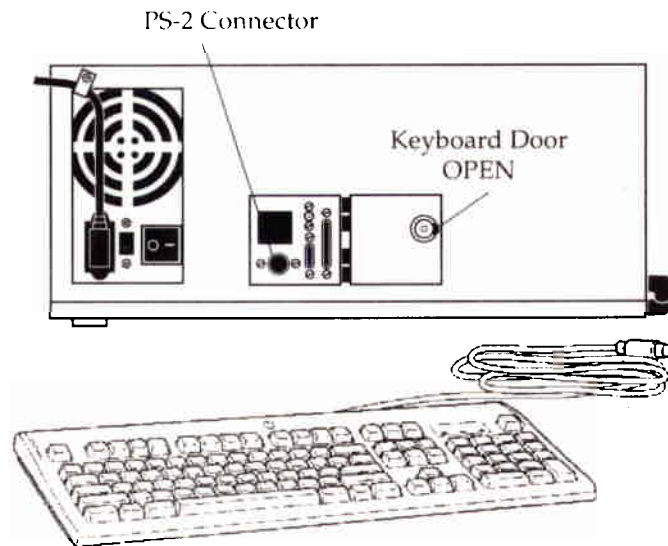
*Warning:  
The Rules door must  
be opened with a key  
and a PC-compatible  
keyboard with a PS-2  
connector used.*

## Rules Editor

### ACCESSING THE RULES EDITOR

The Rules Editor may be accessed during power up of the DCS unit or at the beginning of each round, prior to any cards being dealt.

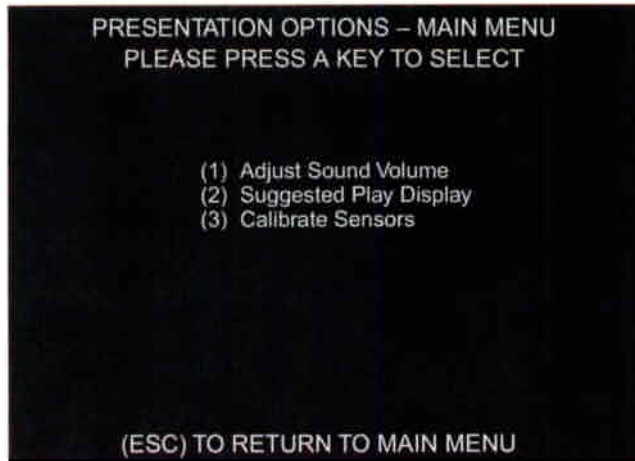
- 1) Insert key into Rules door key lock and turn.
- 2) Open Rules door and connect keyboard.



- 3) Observe the "Rules Editor - Main Menu" on dealer's display.
- 4) Choose from the following submenus:
  - 1 Presentation Options
  - 2 View Current Rules
  - 3 - 7 Edit \_\_\_\_ Rules
  - 8 Inspect Game History Records
  - 9 Inspect Bonanza History Records
- 5) Press ESC (Escape) to exit menu.



## PRESENTATION OPTIONS



### Adjust Sound Volume

A range of 1 (Quietest) to 5 (Loudest) is available.

- 1) Press the corresponding number to select the volume level.
- 2) Press ESC to exit menu.

### Suggested Play Display

Suggested strategy to Hit, Stand, Double and Split.

- 1) Type the desired number to select:
  - 1 Turn on "Suggested Play".
  - 2 Turn off the "Suggested Play" feature.
- 2) Press ESC to exit menu.

### Calibrate Sensors

Game initialization requires sensors to be calibrated to existing light level in order to operate properly. Calibration should occur with the casino's lightest colored playing chips to insure optimum calibration. Please see the Service Manual for detailed instructions.

## VIEW RULES TABLE

View a complete list of current, active rules. See Game Options, Section 2, page 11 to see an example of the menu.

## INSPECT GAME HISTORY RECORDS


View a complete game history of the last ten rounds played. See Game Options, Section 2, page 12 to see an example of the menu.

## INSPECT BONANZA HISTORY RECORDS

View a complete Bonanza Jackpot history of the last ten rounds played. See Game Options, Section 2, page 12 to see an example of the menu.

## EDIT RULES TABLE

See Section 5, page 18 for details.

*Note:*  
  
Suggested Play will be displayed on the active player display only.



## Bonanza Payout Table

Bonanza allows players to play classic blackjack, or for an additional side bet, have an opportunity to win a Bonus Jackpot, with any 2-card twenty. Please see payout schedule.

		
<b>Just Buy-In and if your first two cards equal 20, you are a...</b>		
<b>BONANZA JACKPOT WINNER!*</b>		
PLAYER'S HAND	DEALER'S HAND	DAYS PLAYED
Same Rank & Suit <i>and</i> First Two Cards Match Player's		<b>20,000X</b>
Same Rank & Suit <i>and</i> Up Card Matches Player's		<b>1,000X</b>
Same Rank & Suit <i>and</i> Up Card is any 10 Value Card		<b>100X</b>
Same Rank <i>and</i> Up Card is any 10 Value Card		<b>35X</b>
Same Suit <i>and</i> Up Card is any 10 Value Card		<b>25X</b>
Different Rank & Suit <i>and</i> Up Card is any 10 Value Card		<b>10X</b>
Any Two Card 20 <i>and</i> Any Up Card Except 10 Value Card		<b>1X</b>
♦ * Bonanza Jackpot Winning Hands Must Stand ♦		

# 5



Note:

A maximum of four hands are available.

## Definitions of House Rules

### NUMBER OF SPLITS ALLOWED

Set the number of splits permitted.

- 1) Type the desired number and press ENTER to select:
  - Options: 0 to 3

### FACE CARD PAIRS

Determine how a pair of 10-value cards is interpreted.

- 1) Type the desired number and press ENTER to select:
  - 1 Loose, All Faces = 10
  - 2 Strict, Like Faces Only

### DOUBLE DOWN ON SPLITS

Allow a double down on a split hand.

- 1) Type the desired number and press ENTER to select:
  - 1 No
  - 2 Yes

### SPLIT 10 PAIRS

Set the option of splitting a pair of tens.

- 1) Type the desired number and press ENTER to select:
  - 1 No
  - 2 Yes

### SPLIT ACE PLAY

Set the splitting aces option.

- 1) Type the desired number and press ENTER to select:
  - 1 Split Only Once: receive one additional card.
  - 2 Multiple Splits: play out the hand(s).

### NUMBER OF DECKS

Bonanza Blackjack is deaAppendix

### Status Messages

Initialization Messages

- Preparing game imaging system
- Loading game image nnn of nnn
- Dealer display initialized
- Player x display initialized
- Finished initialization of image system
- Loading opti931 drivers ...
- Loading sounds ...
- Finished preparing sound system
- Initialize comm. port 1
- Initialize comm. port 2
- Reading game data ... please wait
- Loading sensor calibration data
- Power reset [string indicating the jurisdiction, software label, software version]
- Initialization complete.

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## DEALER SOFT 17

Determine if the dealer must stand or hit on a soft 17.

- 1) Type the desired number and press ENTER to select:
  - 1 Stand
  - 2 Hit

## DOUBLE DOWN

Restrict the double down option.

- 1) Type the desired number and press ENTER to select:
  - 1 Any 2 card Hands
  - 2 Hard 2-card hand: neither card is an ACE
  - 3 9, 10, 11 Hands
  - 4 10, 11 Hands
  - 5 11 Hands Only

## PENETRATION MARK

The Penetration mark is preset at 75 percent. This setting cannot be altered.

## DEALER'S HOLE CARD

Determine when the dealer's hole card appears.

- 1) Type the desired number and press ENTER to select:
  - 1 First Card
  - 2 Second Card
  - 3 Both cards dealt face up
  - 4 Hole card dealt last (European)

## SURRENDER

Allow a player surrender.

- 1) Type the desired number and press ENTER to select:
  - 1 No
  - 2 Yes

## CARDS TO BURN

Number of cards to burn after each shuffle.

- 1) Type the desired number and press ENTER to select:
  - Options: 0 to 10 cards

## DOUBLE DOWN FACE UP?

Determine how to deal the double down card.

- 1) Type the desired number and press ENTER to select:
  - 1 Face Down
  - 2 Face Up



*Note:*

*If the Double down card is dealt face down and causes the hand to bust, the card will be flipped over and "BUST" will display immediately.*

# 6

## Edit Rules Table

When the unit is initialized for the first time, the Vegas Strip preset (default) values govern the rules of play. There are five popular rule sets to choose from and each of these may be customized according to casino requirements.

- 3 Vegas Strip
- 4 Vegas Downtown
- 5 Atlantic City
- 6 Reno/Tahoe
- 7 Caribbean

Customized rules are stored in game memory and become the house rules upon exit.

- 1) Open the Rules door and connect keyboard.
- 2) Observe "Rules Editor - Main Menu" on the dealer display.
- 3) Press the number corresponding to the desired rules table.

VEGAS STRIP RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Splits Allowed	3	3
Face Card Pairs	All Face +10	All Face +10
Do-Down Splits	No	No
Split 10 Pairs	No	No
Split Ace Pairs	One Card After Split	One Card After Split
Number of Decks	6	8
Shuffle Mode	Shuffle Every Round	Shuffle Every Round
Dealer Soft 17	Stand	Stand
Double Down	Any 2 Card Hand	Any 2 Card Hand
Penetration Mark	75%	75%
Hole Card	Second	Second



Instructions are listed along the bottom of the menu to assist in rules editing.

- 4) Press F1 to edit the rules.
- 5) Use the up/down arrows to highlight the rule to be changed.
- 6) Use the right arrow to select the options.
- 7) Type the rule choice number and press ENTER to accept.
- 8) Repeat the procedure for all changes.
- 9) Press F5 to advance to the next rules page.
- 10) Press F4 to return to the first rules page.
- 11) Press F2 to save all changes.
- 12) Press ESC to exit menu.
- 13) Disconnect keyboard and wait for the message, "WARNING! RULES DOOR OPEN" before closing the rules door.

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Splits Allowed	3	3
Face Card Pairs	All Face +10	All Face +10
Do-Down Splits	No	No
Split 10 Pairs	No	No
Split Ace Pairs	One Card After Split	One Card After Split
Number of Decks	6	8
Shuffle Mode	Shuffle Every Round	Shuffle Every Round
Dealer Soft 17	Stand	Stand
Double Down	Any 2 Card Hand	Any 2 Card Hand
Penetration Mark	75%	75%
Hole Card	Second	Second

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Surrender	Yes	Yes
Card to Rule	0	0
Double-Down Face Up?	No	Yes

# 7



*Note:*  
*When power is restored, the game will automatically restart.*

## Appendix

### Status Messages

#### Initialization Messages

- Preparing game imaging system
- Loading game image nnn of nnn
- Dealer display initialized
- Player x display initialized
- Finished initialization of image system
- Loading opti931 drivers ...
- Loading sounds ...
- Finished preparing sound system
- Initialize comm. port 1
- Initialize comm. port 2
- Reading game data ... please wait
- Loading sensor calibration data
- Power reset [string indicating the jurisdiction, software label, software version]
- Initialization complete.

#### Game Messages:

- "Out of Cards" displays on the dealer display when there are not enough cards in the shoe to complete the round. All hands are completed with a PUSH and the game forces a shuffle.
- "Warning! Rules Door Open"
- "Warning! Main Door Open"

### Fatal Error Indicators

A class of fatal errors exist that will force the unit to exit the game and attempt to reboot. Such errors will likely be linked to hardware malfunctions, such as faulty memory or a bad game memory battery. When the fatal error occurs, a message will briefly appear on the dealer display and the computer will attempt to reboot itself. If the machine cannot recover from the error, it will make repeated attempts to reboot. If the unit is unable to reboot, a service technician should check the unit.



*Note:*  
*Game play will not*  
*resume if any doors*  
*are open.*

## **Appendix**

### **Status Messages**

#### Initialization Messages

- Preparing game imaging system
- Loading game image nnn of nnn
- Dealer display initialized
- Player x display initialized
- Finished initialization of image system
- Loading opti931 drivers ...
- Loading sounds ...
- Finished preparing sound system
- Initialize comm. port 1
- Initialize comm. port 2
- Reading game data ... please wait
- Loading sensor calibration data
- Power reset [string indicating the jurisdiction, software label, software version]
- Initialization complete.

#### Game Messages:

- "Out of Cards" displays on the dealer display when there are not enough cards in the shoe to complete the round. All hands are completed with a PUSH and the game forces a shuffle.
- "Warning! Rules Door Open"
- "Warning! Main Door Open"

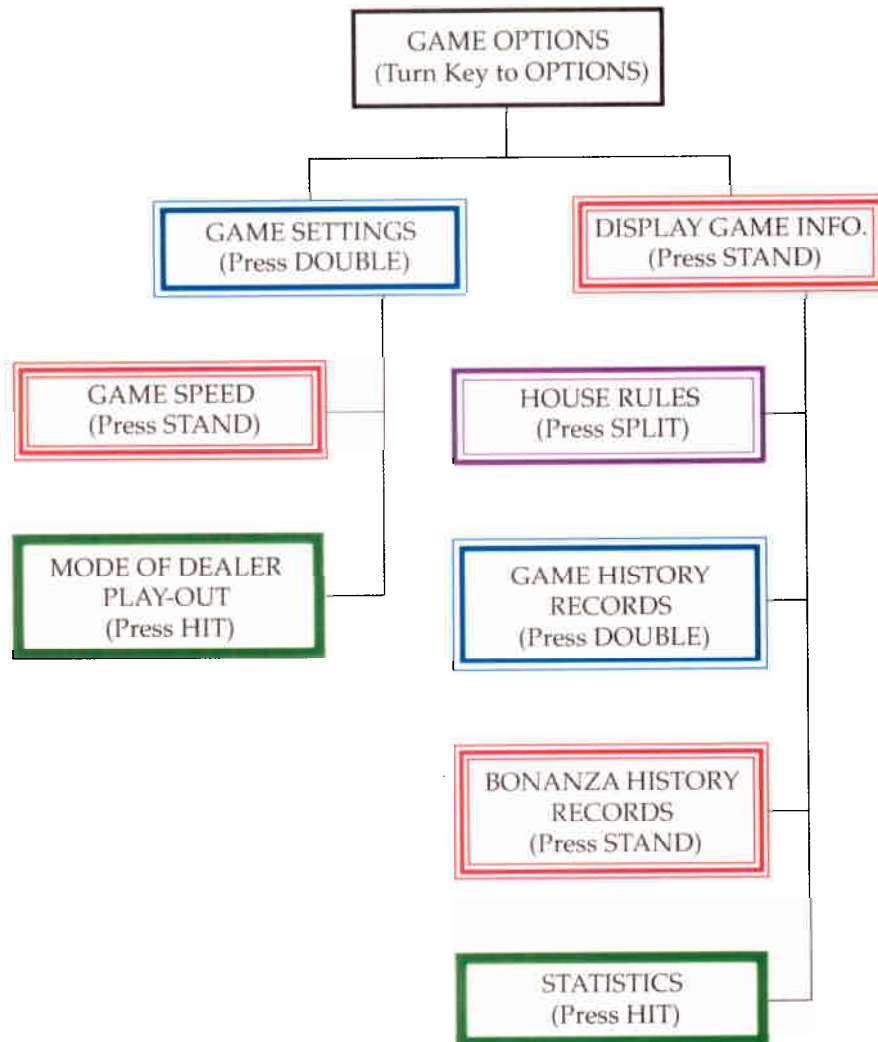
### **Fatal Error Indicators**

A class of fatal errors exist that will force the unit to exit the game and attempt to reboot. Such errors will likely be linked to hardware malfunctions, such as faulty memory or a bad game memory battery. When the fatal error occurs, a message will briefly appear on the dealer display, and the computer will attempt to reboot itself. If the machine cannot recover from the error, it will make repeated attempts to reboot. If the unit is unable to reboot, a service technician should check the unit.





## QUICK REFERENCE GUIDE AT-A-GLANCE





## QUICK REFERENCE GUIDE AT-A-GLANCE

<b>DEAL</b>	Press the <b>DEAL</b> button AND remove any and all Bonanza Buy-in fees from the bet sensor.
<b>CLEAR BONANZA WINNER GRAPHICS</b>	Press the <b>DEAL</b> button after all Bonanza Jackpot winners have been paid. <i>Exception: This excludes the highest-paying Jackpot, which is paid at the conclusion of the round.</i>
<b>INSURANCE</b>	Press the <b>DEAL</b> button to peek.
<b>SURRENDER</b>	Remove player's bet from the bet sensor and press the <b>DEAL</b> button.
<b>CLEAR SCREENS</b>	Press the <b>DEAL</b> button at the end of the round.
<b>MISTAKES</b>	<p><u>Floor Supervisor:</u>            Insert key into shoe key lock.            Toggle left to <b>OPTIONS</b>.            Select "Back Up" by pressing <b>SPLIT</b>.</p> <p>(OPTIONS.....<b>SPLIT</b>)</p>
<b>DISCREPANCIES</b>	<p><u>Floor Supervisor:</u>            Insert key into shoe key lock.            Toggle left to <b>OPTIONS</b>.            Select "Display Game Info" by pressing <b>STAND</b>.            Select "History Records" by pressing <b>DOUBLE</b>.            Within "History Records" press <b>DOUBLE</b> to view the next hand.            Press <b>STAND</b> to view the previous round.</p> <p>(OPTIONS.....<b>STAND</b>.....<b>DOUBLE</b>)</p>



## QUICK REFERENCE GUIDE Basic Operations

### Powering up the Game

Press the power switch, located on the CPU mounted under the table, to the ON (-) position. Text messages will appear on the status line at the bottom of the dealer display indicating the system is proceeding through the initialization process.



### Placing Blackjack Bets

Main bets are placed in the yellow square. Double down and Split bets are placed at the casino's discretion. Insurance bets are placed in the gray circle. Placing a bet activates the player's display, changing it from a logo screen to an active display.

### Bonanza Jackpot Buy-in

For a side bet, players can participate in the Bonanza Jackpot Bonus round.

- Jackpot bets are placed in the red circle.
- Dealer locks in the Jackpot bet by pressing DEAL.
- Buy-in is verified by a Bonanza Buy-in icon located in the left corner of the player's display.
- Dealer sets aside all bets and the first two cards are dealt to all active players and the dealer.

### Bonanza Jackpot Winners

Jackpot winners are paid if the qualifying player's first two cards total 20 and the dealer's up card is a 10 or face card.

- Different paytables determine the winning Jackpot amount.
- Colorful graphics and music announce each Jackpot winner.
- Winners are paid prior to playing the Blackjack round.
- Any player qualifying for the highest-paying Jackpot will be paid at the end of the Blackjack round. The highest-paying Jackpot is when the first two cards of the player and dealer are the same suit and rank.



### Insurance Sequence

When the dealer's up card is an ACE, the insurance sequence is automatically initiated. The message "Insurance?" will appear on each player's display. After all insurance bets have been placed, the dealer presses DEAL to peek at the down card. If the dealer has a Blackjack, the game is immediately concluded. If the dealer holds no Blackjack, a message "No Blackjack" is seen on the dealer's display. All insurance bets are taken and the game resumes. The game will resume ONLY after all insurance bets have been removed from the insurance bet circle.



## QUICK REFERENCE GUIDE

### Basic Operations



#### Deal Prompt

Any time the dealer's next required action is to press DEAL, a yellow prompt will appear in the lower left corner of the dealer's display.



#### Active Player Prompt

Once all players have received their first two cards and any Jackpot winners or insurance situation has been resolved, a green flashing PLAY prompt will appear in the upper right corner of the active player display indicating whose turn it is to play. The PLAY prompt will automatically advance to the next active player after each hand is completed, skipping any player with a Blackjack.



#### Bonanza Buy-in Icon

A red and green icon will appear in the upper left corner of the participating player's display after the buy-in bet is placed. This icon will remain on the active player's display during the Jackpot portion of the game.

#### Dealer Buttons

The dealer controls the game with five buttons. Players use standard Blackjack hand signals and the dealer presses the corresponding button.

DEAL	Delivers the first two cards to all active players and the dealer, and is also used as a key button for other game functions.
HIT	Delivers one additional card and a new hand total.
STAND	Advances play to the next active player.
DOUBLE	Delivers a single card AND advances play to the next active player.
SPLIT	Separates each card into a new hand and delivers one card to the first hand.



*Note:*  
Only one backup is available per hand.

#### Backing Up a Mistake

Insert key in shoe key lock and toggle left to OPTIONS. Press SPLIT to select Backup. The player's display will show their original cards prior to the misdeal. When a misdealt card is removed it is burned and will not be available to the next hand.

#### Player Surrender

Remove player's bet from the bet sensor and press DEAL. The surrendered player's cards remain on the player's display and a white, dotted border with the word "SURRENDERED" appears.



## QUICK REFERENCE GUIDE Surveillance

### Bonanza Buy-in Icon



Appears on the participating player's display after bet is placed and during the Jackpot portion of the game.

### Bonanza Bonus Winners (SAMPLE SCREENS)

At the end of the Jackpot round, colorful Jackpot graphics appear displaying winnings.



### Deal Prompt

Any time the dealer's next required action is to press DEAL, a yellow prompt appears in the lower left corner of the dealer's display.



### Active Player Prompt

After players have received their first two cards and Jackpot winners or insurance situations have been resolved, a green flashing PLAY prompt appears in the upper right corner of the active player display, indicating whose turn it is to play. The prompt then advances to the next active player after each hand is completed, skipping any Bonanza jackpot winner and any player with Blackjack.

### Hand Outcome Borders

At the end of the round a border appears on each active player's display indicating the outcome.



**WINNER**  
*broken green border*



**NO WIN**  
*solid red border*



**PUSH**  
*dashed yellow border*



**SPLIT BORDER**  
*same as regular borders*



**SURRENDER**  
*dotted white border*



**BUST**  
*solid red border*



**BLACKJACK**  
*multicolored border*





## QUICK REFERENCE GUIDE Surveillance

### Bet/Insurance Circles

Each player's position has three bet areas: Main bets are placed in the yellow square and Bonanza Jackpot bets are placed in the red circle directly above the player's display. Each player position also has a gray insurance circle directly above the bet areas.

### Player Displays

There are 6 player displays. Each individual player's display shows all cards dealt to the player, the active player's cards, and the dealer cards.

### Shoe

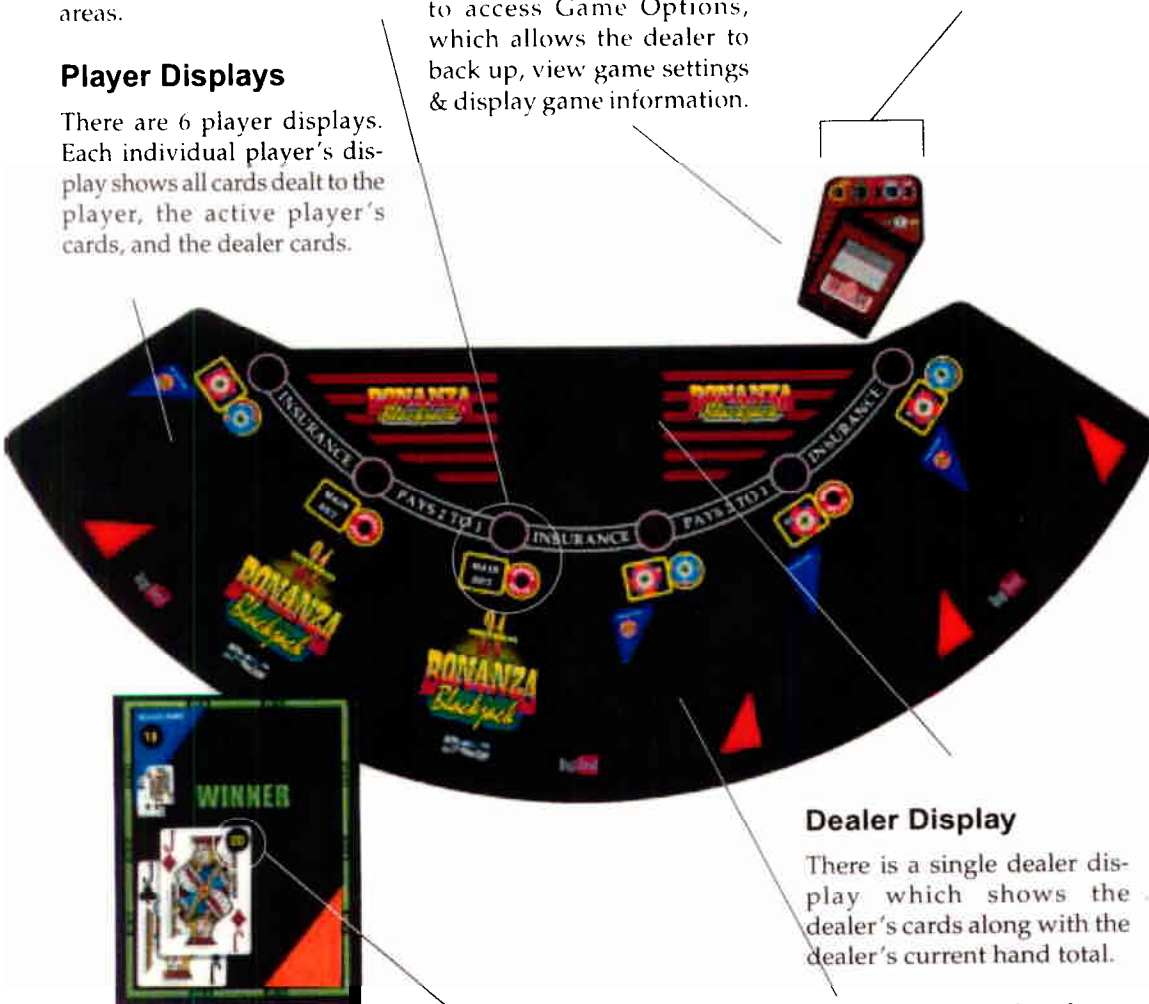
The shoe/shuffler display graphically shows the shuffling of the virtual cards, the cut card, the penetration level, and the cards as they are being dealt out of the shoe. The keylock is located on the back of the shoe. Toggle key left to "Options" to access Game Options, which allows the dealer to back up, view game settings & display game information.

### Suggested Strategy

The active player is given a suggested strategy: Hit, Stand, Double or Split. This feature is optional.

### Dealer Buttons

The dealer controls the game with these five buttons: Deal, Split, Double, Stand and Hit.



### Instant Outcome Recognition

At the end of each round, colored borders and messages instantly let the players, dealer, and house know each hand's outcome.

### Automatic Totaling

The current hand total is always displayed for the player, as well as the dealer cards and total. The system informs the player of their current situation, such as: Insurance?, Blackjack! or Bust.

### Dealer Display

There is a single dealer display which shows the dealer's cards along with the dealer's current hand total.

### Automatic Activation

When a bet is placed in the bet circle, the system will automatically go to an active display awaiting the deal. When no bet has been placed, or the game position is idle, the logo screen is displayed.



[illegible]

# BONANZA Blackjack

You Can Win Up to... **5,000X** Your Bonanza Buy-in

Just Buy-In and if your first two cards equal 20, you are a...

## BONANZA JACKPOT WINNER!\*

PLAYER'S HAND

DEALER'S HAND

PAYS PLAYER

Same Rank & Suit *and* First Two Cards Match Player's

**5,000X**

Same Rank & Suit *and* Up Card Matches Player's

**1,000X**

Same Rank & Suit *and* Up Card is any 10 Value Card

**100X**

Same Rank *and* Up Card is any 10 Value Card

**35X**

Same Suit *and* Up Card is any 10 Value Card

**25X**

Different Rank & Suit *and* Up Card is any 10 Value Card

**10X**

Any Two Card 20 *and* Any Up Card Except 10 Value Card

**1X**

♦ \* Bonanza Jackpot Winning Hands Must Stand ♦